

REFERENCES

- Alahmadi, A., & Foltz, A. (2020). Effects of Language Skills and Strategy Use on Vocabulary Learning Through Lexical Translation and Inferencing. *Journal of Psycholinguistic Research*, 49(6), 975–991. <https://doi.org/10.1007/s10936-020-09720-9>
- Anggraeni, A. W., & Nuraini, K. (2022). Kajian Model Blended Learning dalam Jurbal Terpilih: Implementasinya Dalam Pembelajaran. *AUFKLARUNG: Jurnal Kajian Bahasa, Sastra Indonesia, Dan Pembelajarannya*, 1(4), 247–267.
- Armelia, N., Sudarmarji, I., Nuraini, H., Forsia, L., & Nirmala, N. (2024). Improving Students' English Vocabulary Mastery Through the Learning Media "Card Games." *Jurnal Basicedu*, 8(1), 233–241. <https://doi.org/10.31004/basicedu.v8i1.6898>
- Arsyad, A. (2011). *Media pembelajaran* (ed. rev. ke-13). Jakarta: Rajawali Pers.
- Berk, R. a. (2009). Multimedia Teaching with Video Clips: TV , Movies , YouTube , and mtvU in the College Classroom. *International Journal of Technology in Teaching and Learning*, 5(1), 1–21. <https://doi.org/10.1016/j.sbspro.2010.12.326>
- Bordwell, D., & Thompson, K. (2010). *Film art: An introduction* (9th ed.). McGraw-Hill.
- Burhendi, F. C. A. (2022). (2024). *Pengembangan mini glosarium fisika modern sebagai referensi tambahan peserta didik berbasis augmented reality Universitas PGRI Pontianak*. 9–24. <https://digilib.upgripnk.ac.id/123456789>.
- Burke, S. C., & Snyder, S. L. (2008). YouTube : An Innovative Learning Resource for College Health Education Courses An Overview of YouTube Using YouTube in Higher Education. *International Electronic Journal of Health Education*, 11, 39–46. <http://eric.ed.gov/?id=EJ798652>
- Caranay, J. V. (n.d.). *Post-production Practices in Non-linear Editor Softwares of Self-taught Digital Video*. June 2016.
- Castillo, S., Calvitti, K., Shoup, J., Rice, M., Lubbock, H., & Oliver, K. H. (2021). Production processes for creating educational videos. *CBE Life Sciences*

- Education*, 20(2), 1–12. <https://doi.org/10.1187/cbe.20-06-0120>
- Chattopadhyay, T. K. (2025). Animation as a Digital Tool for Teaching and Learning. *International Journal for Multidisciplinary Research*, 7(1), 1–6.
- Cholifah, N., & Saputro, W. (2022). Efektivitas penggunaan video animasi sebagai media pembelajaran interaktif. *Jurnal Teknologi Pendidikan*, 10(2), 134–142.
- Cintas, J. D., & Remael, A. (2014). *Audiovisual Translation: Subtitling*. Routledge.
- Clark, R. C., & Mayer, R. E. (2012). *E-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning: Third Edition*. 42(5), 41–43. <https://doi.org/10.1002/9781118255971>
- Costello, V. (2016). *Multimedia Foundations Core Concepts for Digital Design*.
- Dargie, C. (1998). Observation in Political Research: A Qualitative Approach. *Politics*, 18(1), 65-71. <https://doi.org/10.1111/1467-9256.00062>
- Dunn, G. (2020). IATA Annual Review 2024. *Building Engineer*, 95(1), 36.
- Elliot, A. J., Fairchild, M. D., & Franklin, A. (Eds.). (2016). *Handbook of color psychology*. Cambridge University Press. <https://doi.org/10.1017/CBO9781107337930>
- Guo, P. J., Kim, J., & Rubin, R. (2014). How video production affects student engagement: An empirical study of MOOC videos. *L@S 2014 - Proceedings of the 1st ACM Conference on Learning at Scale, March*, 41–50. <https://doi.org/10.1145/2556325.2566239>
- Hanif, F., Negara, I. N. S., & Astuti, N. K. R. (2021). Penggunaan animasi dalam meningkatkan daya tarik media pembelajaran. *Jurnal Pendidikan Multimedia*, 5(1), 45–53.
- Hokkanen, S. (2015). *Importance of pre-production to the ef-ficiency of a reality TV production-Case Banijay Finland*.
- Imbar Kunto, Ariani, Retno Widyaningrum, & Regita Syahyani (2021) “Ragam storyboard untuk produksi media pembelajaran”. *Jurnal Pembelajaran Inovatif*, 4(1), 108–120. <https://doi.org/10.21009/jpi.041.14>
- International Civil Aviation Organization. (2004). *Annex 14 to the Convention on International Civil Aviation: Aerodromes* (4th ed., Vol. I). ICAO.
- Kleftodimos, A. (2024). Educational animation: A comprehensive review. *Journal*

- of *Interactive Media in Education*, 2024(1), 1–17.
<https://doi.org/10.5334/jime.798>
- KOCO Indonesia. (2023). Buku Fiksi dan Nonfiksi Bahasa Indonesia.
<https://www.youtube.com/watch?v=Tk8cvU0kN0E>
- Lahdji, A. (2024). Edukasi Berbasis Video Audio-Visual Deteksi Dini Carcinoma Cervix. *Med-Com Empowerment Journal*, 1(1), 12–19.
- Learn English with Kevin: A Train Journey. (2020).
<https://www.youtube.com/watch?v=3UajCECS84A>
- Manasrah, A., Masoud, M., & Jaradat, Y. (2021). Short Videos, or Long Videos? A Study on the Ideal Video Length in Online Learning. *2021 International Conference on Information Technology, ICIT 2021 - Proceedings*, 366–370.
<https://doi.org/10.1109/ICIT52682.2021.9491115>
- Masaki, I. (2001). Learning Vocabulary in Another Language. In *BMC Public Health* (Vol. 5, Issue 1, pp. 1–8).
<https://ejournal.poltektegal.ac.id/index.php/siklus/article/view/298%0A>
- Mayer, R. E. (2002). *Multimedia learning*. Cambridge University Press.
- Mayer, R. E. (2006). *Multimedia learning*. The Management of Technical Change, 41, 71–94. https://doi.org/10.1057/9780230800601_4
- Mayer, R. E. (2009). *Multimedia learning* (2nd ed.). Cambridge University Press.
- Mayer, R. E., Fiorella, L., & Stull, A. (2020). Five ways to increase the effectiveness of instructional video. *Educational Technology Research and Development*, 68(3), 837–852. <https://doi.org/10.1007/s11423-020-09749-6>
- Menteri Perhubungan Republik Indonesia. (2013). Peraturan Menteri Perhubungan Nomor: 69 Tahun 2013. *Bioinformatics*, 22(7), 874–882.
- Monday. (2020). Impacts of Interview as Research Instrument of Data Collection Collection in Social Sciences. *Journal of Digital Art & Humanities*, 1(1).
- Nata, M. N., Sutalhis, M., Novaria, E., Suhaila, S., & Yusuf, A. (2024). Metode meningkatkan pemahaman kosa kata bahasa Inggris siswa usia dini dan dasar. *LANGUAGE: Jurnal Inovasi Pendidikan Bahasa dan Sastra*, 4(2), 47–59.
<https://doi.org/10.51878/language.v4i2.3606>
- Norbert Schmitt. (2002). *Vocabulary in Language Teaching* (Cambridge Language

- Education). In *Canadian Journal of Applied Linguistics* (Vol. 5).
<http://www.lex tutor.ca/cv/Schmitt.htm>
- Perez, M. M., & Rodgers, M. P. H. (2019). Video and language learning. *Language Learning Journal*, 47(4), 403–406.
<https://doi.org/10.1080/09571736.2019.1629099>
- Permadi, R. (2024). Pengaruh Penguasaan Kosakata Terhadap Kemampuan Berbicara. *HASBUNA: Jurnal Pendidikan Islam*, 4(2), 449–460.
<https://doi.org/10.70143/hasbuna.v4i2.317>
- Purwandari, D. P., & Wijaya, G. C. (2023). Peranan Customer Service dalam Meningkatkan Kepuasan Konsumen Bandara Internasional I Gusti Ngurah Rai. *E-Dimas: Jurnal Pengabdian Kepada Masyarakat*, 14(3), 500–508.
<https://doi.org/10.26877/e-dimas.v14i3.13113>
- Rafiuddin, R., Basri, M., & Azis, M. (2017). Urgensi Penggunaan Media dalam Proses Pembelajaran Bagi Guru Sekolah Dasar. *Prosiding TEP & PDs*, 2(3), 147–157.
- Ramadhani, I. A. (2023). *Pengembangan video animasi dalam pembelajaran tematik siswa SD*. Surabaya: Universitas Negeri Surabaya.
<https://repository.radenintan.ac.id/30557/1/>
- Rashid, A., Khanum, R., & Raheem, A. (2024). Impact of animated videos on students' attention and memory retention. *International Journal of Educational Research and Technology*, 15(1), 32–39.
- Sahasrabudhe, S. S. (2008). *Applying traditional animation principles for creating learning objects*. Lassetter 1987.
- Schmitt, N. (2000). *Vocabulary in language teaching*. Cambridge University Press.
- Schmitt, N. (2008). Review article: Instructed second language vocabulary learning. In *Language Teaching Research* (Vol. 12, Issue 3).
<https://doi.org/10.1177/1362168808089921>
- Schwartz, D. L., Blair, K. P., & Davis, J. (2007). Animations of thought: Interactivity in the teachable agent paradigm. *Learning with Animation: Research and Implications for Design*, 1–39.
- Snelson, C. (2011). YouTube in the classroom: Media literacy, education, and online

- video. *British Journal of Educational Technology*, 42(4), 611–619.
<https://doi.org/10.1111/j.1467-8535.2010.01115.x>
- Sugiyono. (2023). Metode Penelitian kuantitatif Kualitatif dan R&D. In *Alfabeta Bandung* (Vol. 11, Issue 1).
[Ahttps://www.researchgate.net/publication/305320484](https://www.researchgate.net/publication/305320484)
- Surya Perdana, M. R., Haryanto, D., & Setiawan, A. (2018). *Pemanfaatan media YouTube sebagai media pembelajaran dalam meningkatkan hasil belajar siswa*. *Jurnal Pendidikan Multimedia*, 7(2), 145–153.
- Susanti, E. (2016). *Glosarium Kosakata Bahasa Indonesia Dalam Ragam Media Sosial*. 4(June), 2016.
- Trahutami, S. I., Ningrum, D. W., & Rofiqoh, P. F. (2024). *Glosarium kebandaraan: Indonesia–Inggris–Jepang*. Sekolah Vokasi Universitas Diponegoro.
- Tri Padila Rahmasari, Dedi Futra, W. W. (2022). Penggunaan Youtube sebagai Media Publikasi Project Based Learning pada Pembelajaran Kimia di Sman Pintar Provinsi Riau. *Jurnal Pendidikan Kimia Universitas Riau*, 7(1), 55–63.
<https://doi.org/10.33578/jpk-unri.v7i1.7814>
- Turyati, T., Purnomo, S. H., & Suryani, N. (2016). Pengembangan video pembelajaran sebagai media pembelajaran untuk meningkatkan hasil belajar pada siswa kelas X. *Jurnal Inovasi Teknologi Pendidikan*, 3(1), 88–100.
<https://doi.org/10.21831/jitp.v3i1.8631>
- 20 Essential English Terms for Banking. (2020).
<https://www.youtube.com/watch?v=owjcyv4FfgE>
- Van der Merwe, M. F. (2024). Teaching and learning specialized terminology with a mobile glossary in higher education. *Focus on ELT Journal*, 6(1), 41–57.
<https://doi.org/10.14744/felt.6.1.4>
- Varchenko- Trotsenko, L., Tiutiunnyk, A., & Terletska, T. (2019). Using Video Materials in Electronic Learning Courses. *Open Educational E-Environment of Modern University*, 375–382. <https://doi.org/10.28925/2414-0325.2019s34>
- Vc, S., & Rao, T. L. (2021). The impact of vocabulary for mastering English language. *An International Multidisciplinary Online Journal* , 1(1).

[www.thercsas.com](http://thercsas.com)<http://thercsas.com/>

Vuong, N. A. (2014). Educational Videos on Sustainable Development. *Oulu University of Applied Sciences Business Information Technology*, 85 + 25.

Ziensen, E. (2017). *Developing a Learning Model for Teaching Film Production Online*. December, 1–23.